

CTHULHU MYTHOS CREATURES

FOR
LABYRINTH LORD

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ANCIENT RACE

No. Enc.: 1d10 (1d10)

Alignment: Lawful

Movement: 150' (50')

Armour Class: 5

Hit Dice: 8

Attacks: 2 or 1 (2 claws or weapon)

Damage: 1d8/1d8 or weapon

Save: MU8

Morale: 10

Hoard Class: None (See below)

The Ancient Race are strange creatures with bodies shaped like cones 10' tall and 10' wide at the base with four 10' long tentacles at the top, they move quite swiftly by muscular snail-like foot at base of the cone, two of the tentacles have claws like those of lobster at their ends, one ends in cluster of four fleshy trumpets and the last tentacle ends in globe with array of sensory organs that vaguely resembles a head with several antennas on top, three eyes and small manipulating tentacles at the bottom of the globe.

The Ancient Race communicate with a form of telepathy similar to the ESP spell that is constantly active and requires no concentration, they can send a telepathic message to anyone whose surface thoughts they are reading (allowing two-way communication).

The Ancient Race themselves are immune to all forms of magical mind control like Charm Monster, Geas or Irresistible Dance spells.

The Ancient Race have a special form of Magic Jar available to them that they use to switch bodies, instead of placing the soul in a gem or large crystal the target's soul ends up inhabiting the body of that member of the ancient race that has switched to the target's body. Members of the Ancient Race can try to switch bodies once per day, those involuntarily trapped in their bodies can not. It is rumoured by sages specializing in such knowledge that the Ancient Race can, when especially prepared, switch bodies regardless of time and distance between them and the target.

The Ancient Race uses body switching with Magic Jar to travel undetected and learn more to sate their thirst for knowledge. The usually distressed target inhabiting the body of the ancient race is closely guarded and made to write down what ever knowledge they might possess.

The Ancient Race are highly intelligent and surprisingly dexterous and use equipment with ease. They sometimes use melee weapons that are a type of pole arm but they prefer to use strange devices that duplicate the effects of magic items. Their favourite weapon is a "lightning gun" that works just like Wand of Lightning Bolts but is much bulkier and based on strange alien technology instead of magic. It can be assumed that if they are expecting trouble when encountered they are equipped with lightning guns or devices that duplicate the effects of other rods, staves or wands.

Humans coming in to contact with them are sometimes rewarded with gifts of knowledge but other times whole adventuring parties come back from the deepest underground reaches with alien minds inhabiting their bodies.

BLUPE

No. Enc.: 1 (1d4)

Alignment: Neutral

Movement:

Fly/Swim: 90' (30')

Armour Class: 9*

* Take minimum damage from physical attacks. Fire-based does normal damage.

Hit Dice: 1

Attacks: 1 pseudopod

Damage: nil. See below.

Save: F1

Morale: 9

Hoard Class: none

Blupes have no effective attack except against fire-based creatures, which they extinguish.

Extinguish Fires: A Blupe can extinguish normal fires with a touch, but take damage as follows: candle 0, torch 1, camp-fire 1d6, bonfire 2d6 (or more). A Blupe may also make a melee touch attack against a Fire Elemental in an attempt to damage or destroy the target. Such an attack does 2d6 damage to the Fire Elemental, but also does 1d6 damage to the Blupe. Against a Fire Elemental of 2 HD or less, such an attack kills the target outright unless the Blupe itself is killed by the damage it takes.

Blupes are immune to poison, sleep, paralysis, stunning, critical hits, and may survive without air indefinitely,

Blupes are flying amoebae-like watery-blue creatures, floating through the air with a smell like fresh rain. They can be summoned by wizards and priests to combat fire-based menaces. Blupes understand common, but cannot speak.

BUOPOTH

Use Herd Animal.

This creature is little larger than a horse, but resembles an elephant in general outline. Its short fur is mauve with light green mottling the back and sides. It has large liquid eyes, ears that are more human-shaped than elephantine, and a long proboscis that ends in a mouth. It has two rows of protuberances along its back.

BHYAKEE

No. Enc.: 1d4

Alignment: Chaotic

Movement: 60' (20')

Fly: 240' (80')

Armour Class: 7

Hit Dice: 6

Attacks: 2 (claws) or 1 (bite)

Damage: 1d8 claw, 1d8 claw or 1d10 bite + blood drain*

Save: F6

Morale: 9

Hoard Class: none

* With a successful bite attack, the Bhyakee will attach itself to its victim, automatically draining 1d6 points of blood per round until the victim is dead, the Bhyakee is killed, or the Bhyakee is damaged and brought to below half of its hit points.

The Bhyakee are immune to cold and the vacuum of space, where they often serve as mounts carrying visitors from one world to another.

The Bhyakee are described as “ hybrid winged things... not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings...”. Horrible interstellar creatures, larger than a humans, they can carry one medium sized creature or smaller as a rider. They are alien to most worlds and must be summoned with the Summon Bhyakee spell.

CAT, DREAMLAND

No. Enc.: 3d6 (10d10)

Alignment: Lawful

Movement: 120' (40')

Armour Class: 7

Hit Dice: 1d4 hp

Attacks: 3 (2 claws, 1 bite)

Damage: 1d2, 1d2, 1d2

Save: T1

Morale: 8 (9 vs. Zoogs)

Hoard Class: VI

Cats cannot wear armour or use any weapon except their natural teeth and claws. They can attack three times per round, two claws and one bite, for 1d2 dmg + Str bonus per attack.

Cats are stealthy little creatures. They can use the Thief abilities Move Silently , Climb Walls , Hide in Shadows , and Hear Noise as a Thief of three levels higher than the Cat. (A second level Cat makes his rolls as if a fifth level Thief.)

The naturally stealthy cat also surprise foes 1-4 on a 1d6.

Because they are so small, cats have a lower armour class (-2) when attacked by creatures greater than human sized.

Leap to the Moon:

Once per night, a cat may leap from the Earth to the Moon and then back.

A group may also take non-cats along with them, with a weight limit equal to the cats' total mass.

This power is rarely used by a single cat due to the dangers to be faced on the Moon such as Moon-Beasts and Cats from Saturn. A typical Cat army numbers 50-100. The journey takes about one hour, and cannot be aborted once started. During this time, the leapers are protected from the dangers of space (including attacks by monsters).

Dreamland Cats come in all varieties and colours known on Earth. Dreamland Cats are of human intelligence, understand common, have their own language, and have a highly organized society based on military service in wars with Cats from other worlds such as Saturn and Uranus. They also wage war on Zoogs and others who harm Cats.

COLOUR OUT OF SPACE

No. Enc.: 1

Alignment: Neutral

Movement: Flow along the ground. 60' (20')

Fly: 180' (60')

Armour Class: 9 *

Hit Dice: 10

Attacks: 1 (ability drain or disintegrate or bash)

Damage: see below

Save: F10

Morale: 12

Hoard Class: none

*A Colour is immaterial and is only hurt by magic and magic weapons.

The Colour has two types of ability drain attacks. The first is aggressive and the second is insidiously passive. When the Colour is draining/feeding on the life energy of it's victims, the victim's skin and face glow with the colour. Those attacked with the aggressive rapid drain find themselves quickly withering and greying, flesh cracking and flaking away in powdered sloughs. Those effected by the passive drain slowly waste away to crumbling grey ash.

With the aggressive attack, those attacked by the Colour have a 1-4 in 6 chance of noticing the glow of the thing or a smell of ozone as a warning, otherwise it gains surprise and the victims will most likely not even realize what is happening. The thing flows over the target making a touch attack. Those successfully attacked must make a Save vs. Paralyse or lose two points from each ability score. Fleeing the area is most likely the best way of escaping the Colour's aggressive attack. Death is the second most likely.

The passive attack is subtle and horrid. The creature can insert itself into an ecosystem with a five to ten acre radius. Once integrated it begins to feed on all life in that area over the course of many days. Plants and animals will succumb quickly, but intelligent creatures may have a chance to fight off the effects to last longer. For each day in the vicinity of the Colour, a victim must make a Save vs. Paralyse or lose one point from each ability score. Each failed save imposes a -1 penalty on all future saves against the Colour.

The power of the Colour over its victim is so strong that if the victim wishes to leave the area the Colour controls, he must make a Save vs. Spells to break the thing's hold over him.

The Colour can also focus its energies to disintegrate objects. This is identical to the spell Disintegrate. It rarely uses this as an attack form, however, as it requires a great deal of its energy

and is a waste of food. The disintegration is mainly used to excavate a lair if no suitable sanctuary is available.

Finally, the Colour can concentrate part of itself into a transparent tentacle-like organ which it can grapple, grab/manipulate objects, or bash for 1d6 damage.

Bright lights do not harm, but do inhibit the Colour. It will not be active in daylight, hiding in cool, dark, and often wet places. If attacked by a light source stronger than a torch or oil lantern, such as a Light spell, it must make a Save vs. Paralyse or it will not enter the area of the light.

Colours Out of Space are incredibly dangerous beings composed of nothing but colour; it is immaterial and without true substance in its normal state. When it moves it appears as a weird amorphous cloud of alien and unknown colour flowing over the ground or flying through the air. Though it does not physically touch its victims, its passing leaves a feeling of a leprous, unclean vapour.

DARK YOUNG OF SHUB-NIGGURATH

No. Enc.: 1 (1d3)

Alignment: Chaotic

Movement: 120' (30')

Armour Class: 5

Hit Dice: 8

Attacks: 4 (tentacles) or trample

Damage: 1d8 per tentacle or trample (see below)

Save: F8

Morale: 10

Hoard Class: none

* The Dark Young take minimum damage from piercing weapons. Other weapons do normal damage.

They are immune to heat, acid, electricity, and poison.

If a Dark Young hit's the target by more than 5 on its attack roll, it snatches the victim up to its mouth for an extra 1d10 in bite damage. The victim must make a Str check at -5 to break free or continue to be chewed on. A victim can continue to attack while being constricted.

When a Dark Young gets close to its target it may attempt to trample the victim with its massive bulk and hooves. This attack adds +4 to hit if the opponent is human-sized or smaller and does 3d6 damage.

Because of its tree-like bulk and silhouette, the Dark Young can hide in darkened woods with 80% proficiency, gaining surprise on unsuspecting victims that wander by.

The Dark Young are gigantic beings, the size of large trees. Their top halves are clusters of black, ropey, slimy tentacles which merge with the large multiple tree-like hooved legs. Great gnashing mouths dot the surface of the beasts. They smell like carrion and, when trampling and attacking, create a deafening sound of hooting, roaring, and screaming from their multiple mouths

DEEP ONE

No. Enc.: 1d6+2 (3d6)

Alignment: Chaotic

Movement: 120' (40')

Swim: 120' (40')

Armour Class: 6

Hit Dice: 2+1

Attacks: 1 (claw or weapon)

Damage: 1d4 or weapon

Save: D2

Morale: 8

Hoard Class: XVIII

Deep Ones can wear any armour and use any weapon although this is somewhat limited by their aquatic natures. They will not wear metal armour underwater as the weight is too great, and they tend to favour thrusting weapons such as tridents or spears.

Deep Ones have a natural claw attack doing 1d4 dmg, and have tough scaly skin that improves their natural AC by 2 (if the Deep One is wearing armour, he uses the armour AC instead.)

Deep Ones have infravision of 60 feet. They are amphibious, preferring to live in the ocean but can survive on land indefinitely.

Deep Ones parties will normally be led by an exceptional leader with 4 HD and doing +2 on damage rolls. Rarely a champion is encountered, having 6 HD and +3 to damage.

Deep Ones have priests devoted to Cthulhu, able to cast spells as a Cleric of their HD.

The Deep Ones are an amphibious race, living in mighty cities beneath the cold ocean waves. They worship the mighty Cthulhu and serve two gigantic and powerful Deep Ones known as Father Dagon and Mother Hydra. They are effectively immortal, only dying by violence or accident. Their lives are arrogant, cruel, and violent; they are a warlike race raiding coastal communities to plunder gold, gather sacrifices, and, horribly, to sometime mate, for they are driven by a monstrous desire to breed with humanity to produce hybrid spawns.

DHOLE

No. Enc.: 1 (1d6+2)

Alignment: Neutral

Movement: 240' (80')

Burrow: 150' (50')

Armour Class: -10*

* Only hit by +3 weapons or better.

Hit Dice: 50

Attacks: 1 (engulf, spit, or crush)

Damage: swallow, see below, see below.

Save: F19

Morale: 12

Hoard Class: VI

Once per round they can attack with one of three ways.

Engulf: This is an area attack 25' in diameter. Each victim within that area must make a saving

throw vs. dragon breath with a -4 penalty to the roll or be swallowed. Each victim swallowed takes 3-36 (3d12) points of damage from the bite, plus 4-48 (4d12) points of automatic digestive damage each round.

Spit Goo: Range of two to three miles. Covers a circular area 25' in diameter. Any living thing engulfed is stunned for one round and completely covered. Climbing out requires a roll of Str or less on a 1d100. Those trapped take one HP damage per round from caustic acid and cannot breathe, beginning drowning procedures.

Crush: If crawled over, the character must make a Save vs. Death or be annihilated. If the Save is made the character is barely alive at 1 HP.

Dholes (also known as Bholes) are huge, slimy worm-like horrors, at least several hundreds of meters long with a gigantic maw at the fore-end, burrowing beneath the masses of bones in the Vale of Pnath.

DRAGON (DREAMLANDS)

Red Dragon stats. Int 6.

Dreamlands dragons are savage creatures of low intelligence not even capable of speech., with scaly black or green hides and smouldering red eyes. They do not cast spells or use items and only exist to eat, ravage, and steal treasure.

ELDER THING

No. Enc.: 1d8

Alignment: Chaotic

Movement: 90' (30')

Fly/Swim: 150' (50') / 60' (20')

Armour Class: 4

Hit Dice: 6

Attacks: 4 (tentacles)

Damage: 1d4 per tentacle

Save: F6

Morale: 10

Hoard Class: XXI

Elder Things take half damage from heat and cold attacks. They are also amphibious, able to survive in water just as easily as land.

An Elder Thing stands over eight feet tall with most of it being a ridged barrel-like torso. Thin horizontal arms radiate like spokes from a central ring. Knobs or bulbs project from the head and base of the barrel torso, each of which being the hub of a system of five long, flat, triangular tapering arms arranged around it like a star-fish. Large membranous wings fold out from slots in the torso. The Elder Things communicate with piping whistles and their otherworldly senses allow them to operate unimpaired in total darkness.

The Elder Things are a strange race from beyond the stars, arriving billions of years ago. They built great empires and changed the world. After many aeons they lost the ability to fly through space on their wings. They built vast empires and created the deadly Shoggoths. They fought vicious wars with the Mi-go and the Star spawn, but lost, driven out of their mighty Cyclopean cities and into the

Arctic regions and beneath the seas where some may still dwell, hidden beyond the memory of the races who came after them.

They are masters of advanced surgery and capable of tampering and changing life: are they not the creators of the terrible Shoggoth? When encountered, will often attempt to capture races and creatures to autopsy for study and cataloguing.

FIRE VAMPIRE

No. Enc.: 1 (2d6)

Alignment: Neutral

Fly: 150' (50')

Armour Class: 2*

Hit Dice: 2

Attacks: 1 (fiery touch)

Damage: 2d6 + level drain

Save: F2

Morale: 10

Hoard Class: none

* Composed of living flame. They are immaterial and immune to fire and all material weapons except magic weapons, water, which does 1d6 per bucket, or a substance such as sand which can smother it for 1d3 damage per bucket. Spells (except fire based) affect them normally.

The touch of the Fire Vampire, in addition to normal damage, drains one level from its victim. They also set anything flammable on fire with the slightest touch.

Fire Vampires appear as a foot tall mote of living fire. It is an intelligent gas or plasma and is capable of reasoning and tactics. They are not native to this world, and appear when summoned, appearing as flaming meteors in the sky. A rare swarm of Fire Vampires is impressively beautiful and horrifically devastating.

FIRE WORM

No. Enc.: 1 (2d4)

Alignment: Neutral

Movement: 60' (20')

Armour Class: 4

Hit Dice: 2 - 10

Attacks: 2 (tail lash and bite)

Damage: (2-4 HD) 1d6/2d6, (6-7HD) 2d6/3d6, (8-10 HD) 3d6/4d6

Save: F1 - 5

Morale: 9

Hoard Class: none

The worm can ignite its body at will for six rounds, three times daily, catching flammable materials on fire and adding +1d6 heat damage to its tail lash and bite.

Serpent-like creatures ranging in size from six to forty feet, they have deeply sculpted and segmented natural armour plates of blue and orange covering their limbless bodies. Their flaming bodies glow like embers through the chinks in their armour. They are native to the jungles of Parg where they slowly creep through the undergrowth leaving smoking and fiery trails. The fire worms

are peaceful animals unless bothered, then they are ferocious in their defence.

Every fifty years they swarm in massive numbers, burning and devastating the landscape, after which they die off, and none are seen for a full decade.

FLYING POLYP

No. Enc.:

Alignment:

Movement: 90' (30')

Fly: 150' (50')

Armour Class: 2*

Hit Dice: 12

Attacks: 2d6 (tentacles) ignores armour and shields

Damage: 1d10 per tentacle

Save: F12

Morale: 12

Hoard Class: none

*Flying Polyps partially incorporeal and unaffected by normal weapons. They ignore cold and poison. They take half damage from acid. Polyps are vulnerable to fire, taking normal damage, and extremely vulnerable to electricity, taking half again as much damage as normal.

Flying Polyps primarily attack by shooting a number of tentacles from their cancerous bodies each round. Phasing in and out of existence, they ignore armour and shield bonuses as they pass through them to attack their foes' bodies.

Flying Polyps can become invisible at will, but the mad piping and wind sounds emanating from them allow foes a chance to attack, using normal invisibility rules.

The Flying Polyps have the power to control winds.

Once every five rounds, they can create a wind blast, a funnel of wind 10 yards in diameter, with a range of 60 yards. Those caught in the blast take damage based on how far they were from the Polyp, as the wind dies out the further it gets from the Polyp. 3d6 damage up to 20 yards away, 2d6 up to 40 yards, and 1d6 out to 60 yards. The victim is also thrown back 3 feet per point of damage taken. The damage is due to windburn, dehydration, and flayed flesh.

Flying Polyps can also interfere with their targets' movement using the wind to suck them back towards the Polyp itself. A wind from the Polyp actually pulls them back towards the creature. It most often uses this ability to slow down escaping prey. The attack may be used within a thousand feet of the Polyp and can affect targets around corners or through unobstructed hallways. Targets must make a Save vs. Spells to move at half speed away from the Polyp each round that the ability is activated. The Polyp can affect a number of targets equal to its HD.

Several Polyps can work together to create a violent wind-storm several miles across. The first round of cooperation creates a strong wind which grows steadily each round. By the second round, movement is cut to $\frac{3}{4}$, by the fourth round movement is cut to $\frac{1}{2}$, by the sixth round movement is $\frac{1}{4}$, and by the eighth round a Save vs. Paralyse is necessary every round to move five feet. Anyone exposed begins taking 1d3 damage on round six, 1d4 at seventh, and 1d6 at eighth and every round until the storm ceases.

The Polyps can maintain the storm for a number of rounds equal to the total number of hit dice of the Polyps involved.

The Flying Polyps are an eldritch race of flying creatures, vaguely resembling massive, writhing cancerous and polypous masses, somehow seeming semi-plastic, with random eyes, mouths, and tentacles. The whole thing is dripping with horrid slime and other putrescence as parts of the creatures phase in and out of sight and dimension. They are constantly surrounded by a alien piping and faint whistling noise, as of a strong wind blowing.

They came from the blackness of space millions of years ago and raised great black and windowless cities of black basalt towers. They warred for millennia with other eldritch races before being driven underground by their foes, eventually rising up to destroy them utterly. They still dwell in their abyssal pits beneath ruins, occasionally emerging when summoned or when their cavern openings are disturbed.

When encountered they are murderous and ruthless, stalking their prey until they or their victims are destroyed.

GHAST

No. Enc.: 1d6 (2d6)

Alignment: Chaotic

Movement: 150' (50')

Armour Class: 5

Hit Dice: 5

Attacks: 2 (bite and kick)

Damage: 1d8, 2d6

Save: F3

Morale: 10

Hoard Class: XXI

When exposed to sunlight they sicken and will die. Each round of exposure causes 2d6 damage to the Ghast.

Large semi-human bipedal creatures the size of a horse. Horrible to behold with no nose or forehead, they have hoofed feet on long kangaroo-like legs, fangs, and yellow-red eyes. They exist in the light-less Vaults of Zin, preying on those they catch, cannibalizing one another if no other creature is available. In packs they will cooperate to bring down and eat the massive Gugs.

GHoul

No. Enc.: 1d6 (3d8)

Alignment: Neutral

Movement: 120' (40')

Armour Class: 6

Hit Dice: 2

Attacks: 2 claws or Damage: 1d4, 1d4* or 1d6 bite or by weapon type
bite or 1 weapon

Save: F2

Morale: 8

Hoard Class: XX

*If both claws hit the ghoul automatically hits with its bite.

Ghouls have infra-vision up to 60 feet. Because they live out their lives underground in vast tunnels and warrens, they have a 2 in 6 (1-2 on 1d6) chance of detecting traps, false walls, hidden construction, or noticing if passages are sloped. However, Ghouls must be actively searching for these abilities to function.

Ghouls are masters of hiding and camouflage. They have the uncanny ability to disappear into the shadows when underground, in both natural and man-made structures, with 90% ability. They can also hide in shadows or behind other forms of cover in wilderness or urban settings on a roll of 1-2 on 1d6, but they must be silent and motionless.

Ghouls are slippery creatures who get a bonus of +1 to initiative rolls when alone or in a party composed only of Ghouls.

Loathsome rubbery creatures who eat the dead. A Gug corpse can feed a Ghoul community for a very long time. They live in warrens and bone-filled caverns beneath the earth. They emerge, usually at night, to rob burial sites of treasure, weapons, and, most horribly, of the dead to feast. They are not a warrior race, it is their normal tactic to retreat unless their homes are threatened, only then will they attack with great ferocity to defend their lair.

Ghouls are known to be connected with or even ally with Nightgaunts.

Ghouls are known to worship the Great Old One Mordiggian. His priests wear concealing hooded purple robes and metal skull-shaped masks, which double as disguises when the ghouls wish to walk among humans.

Ghouls appear to be a separate species from humans, breeding and living as their own society, but it also seems that some humans can slowly become ghouls, though the exact means are unknown.

GNOPH KEH

No. Enc.: 1 (1d2)

Alignment: Neutral

Movement: 120' (40')

Armour Class: 3

Hit Dice: 6

Attacks: 3 (1 horn and 2 claws)

Damage: 1d10*, 1d8, 1d8

Save: F6

Morale: 9

Hoard Class: none

*If the creature can move at least 20' it can charge and do x2 damage with its horn. This is the only attack available to the creature in the round.

The creatures are capable of causing fierce localized blizzards. Three times a day for 1d6+2 hours per blizzard. The radius of the storm is 1500' and is so intense the visibility is limited to 10' or less and those not properly protected will take 1d6 damage every fifteen minutes of exposure.

The Gnoph Keh are a race of massive, shaggy, white bear-like creatures with a large horn on their foreheads and six heavily clawed feet. They are incredibly intelligent, but do not speak. They inhabit extremely remote northern glaciers and icecaps, far from humanity. Especially harsh winters or a scarcity of food sometimes a Gnoph Keh to the south and into settled regions. They are not overly aggressive but they will defend themselves and their territory with incredible ferocity.

GNOPH KEH (DEGENERATE HUMAN RACE)

A forgotten and near-mythical tribe of degenerate humans living somewhere in the icy northern realm of Lomar. They are savages and cannibals. They are Stone Age primitives, wearing crude furs and wielding primitive stone axes and clubs. They subsist on hunting snow apes, bears, foxes, seals, and anyone who falls into their hands. They will weed out the weak, the lame, and the old among them in cannibalistic feasts. They worship and name themselves after the Gnoph Keh.

Use the stats for Neanderthal.

GUG

No. Enc.: 1d6 (2d6)

Alignment: Chaotic

Movement: 120' (40')

Armour Class: 3

Hit Dice: 10

Attacks: 2 or 1 (2 claws or 1 bite)

Damage: 2d6, 2d6 or 2d8

Save: F5

Morale: 10 (5 when facing ghouls)

Hoard Class: XX

Unclean giants, banished beneath the earth for unspeakable and terrible rites. They are hairy, standing twenty feet tall with great fanged maws split vertically from chin to forehead. Each of their great arms are split into two terrible clawed hands.

LAMP EFT

No. Enc.: 1 (1d4)

Alignment: Neutral

Fly: 60' (20')

Armour Class: 7

Hit Dice: 1 (1d4 hp)

Attacks: 1 (tap-ray)

Damage: Spell Drain...see below.

Save: F1

Morale: 9

Hoard Class: None

The creature's only attack is a ranged touch attack: the tap-ray. This attack has a range of 60' and can be employed once per round. Once it has successfully "tapped" one target it will be sated and flee. The creatures can automatically spell ability within 120'. If given a choice they go for true spell-casters first.

The attack only effects those with spells or spell-like abilities.

If the target casts memorized spells or spell-like ability, a random memorized spell or ability is lost.

If the target has memorized spells or spell-like abilities from more than one class, randomly determine which class loses the memorized spell or ability.

Spell ability lost to the tap ray is regained when the victim is able to regain his daily allotment of spells.

The tap-ray can dispel creatures of magical shadow. The target must make a Save vs. Spells or be affected. Undead shadows are destroyed, shadowy "Outsiders" or demons are sent back to where they came from, and shadow spells or items are affected as if by a Dispel Magic cast by a fifth level caster.

Lamp-Efts can emit light, as per the spell, from its eyes at will. They can turn this ability off or on as a free action.

Lamp-Efts are small phosphorescent creatures resembling salamanders with huge glowing eyes. They are purely nocturnal creatures who drift above the upper atmosphere, only descending to feed. They ingest magical energy rather than food and are attracted to characters with magical abilities. Spellcasters familiar with the creatures may use the Summon Lamp-Eft spell to bring them forth.

The creatures can understand common, but cannot speak.

MAN OF LENG

Almost humans inhabiting the dreaded plateau of Leng. They have too wide mouths, short horns, and goat legs and cloven hoofs. They were enslaved long ago by the slippery toadish Moonbeasts, serving as soldiers, slaves, and, if plump enough, food. They prefer to wield scimitars and wear long dark robes and turbans to disguise themselves among men. They sail the black ships south to trade with the men of the Six Kingdoms, taking on gold and slaves from the jungle kingdoms.

Mi-Go

THE FUNGI FROM YUGGOTH

No. Enc.: 1d6 (2d6)

Alignment: Neutral

Movement: 90' (30')

Fly/Swim: 120' (40')

Armour Class: 4

Hit Dice: 3

Attacks: 2 (nippers) or weapon

Damage: 1d6, 1d6 or weapon type

Save: F3

Morale: 9

Hoard Class: XVII

The Mi-Go are immune to cold and hard vacuum. They can withstand the rigours of space flight.

The Mi-Go have access to advanced weaponry. Here are some of their devices.

Brain Cylinder

The Mi-Go, with their advanced surgical techniques, can extract a brain from a living creature and place it in this device. They are a foot high and somewhat less in diameter. Three sockets set in a triangle lie over the front convex surface. The cylinder is filled with a nutrient liquid which helps preserve and sustain the living brain within. Mechanisms within allow the brain within to interact with the world via machines hooked up to the sockets, allowing it to see, hear, and talk. These artificial senses are rudimentary and primitive. The voice sounds tinny and hollow. When the machines are unhooked, the brain falls into a semi-coma filled with insane visions and dreams.

Electric Gun

The device is a knobby doorknob sized lump of black metal, buttons, and wires. When activated it fires a bluish bolt of sparking electrical energy doing 1d10 damage with a range of 20/40/60. The target must make a Save vs. Paralysis or be immobilized for a number of rounds equal to damage taken.

Mist Projector

A device appearing to be a mass of twisted metal tubes projecting a cone of killing icy mist. It functions exactly as a wand of cold with 20 charges.

The Fungi from Yuggoth are upright walking pinkish things the size of men. They resemble crustaceans with large dorsal wings and several sets of segmented limbs terminating in lobster-like claws. Their heads are a balled brainish mass of short antenna structures which they communicate with by changing colours. They can speak terrestrial tongues with a buzzing intonation. They cannot ingest Terran food and must import or create food native to their worlds. Mi-Go are not wholly animal, fungus, or something else, but a strange combination of all three.

The Mi-Go hide in the shadows, plotting their plans and using agents to carry them out. They are loathe to reveal themselves and will act quickly to preserve their secret manipulations when they are discovered.

A few Mi-Go know magic and can cast either Wizard or Clerical spells.

MOONBEAST

No. Enc.: 2d6 (5d6)
Alignment: Chaotic
Movement: 90' (30')
Armour Class: 5*
Hit Dice: 2
Attacks: 1
Damage: by weapon
Save: F2
Morale: 9
Hoard Class: XIX

*Moonbeasts take minimum possible damage from piercing weapons.

The Moonbeasts are greyish-white slippery toad like things based on the moon, which they reach in black flying ships piloted by their Lengish slaves. They worship Nyarlathotep and have a love of torturing other races which fall into their rubbery paws.

NIGHTGAUNT

No. Enc.: 2d4 (3d6)
Alignment: Neutral
Movement: 90' (30')
Fly/Swim: 180' (60')
Armour Class: 6*
Hit Dice: 2
Attacks: 1 (clutch and tickle)
Damage: see below
Save: F2
Morale: 9
Hoard Class: none

*Nightgaunts are immune to cold, electricity, and fire.

Stealthy and dark, the Nightgaunt surprises victims on a 1-4 on a 1d6 as it attacks.

If successfully attacked, the Nightgaunt's victim takes no damage but is clutched by the Nightgaunt. Multiple Nightgaunts can gang up on the same victim. If the victim does not successfully damage the Nightgaunt clutching him before its next attack, the victim remains grappled and is tickled by the Nightgaunt's barbed tail. The victim must then make a Save vs Paralysis at a 4 penalty or is immobilized for 1d6+1 rounds.

After this time, another Save is allowed, although the victim may want to hold on if he is far above the ground by then.

If a particularly bothersome victim annoys a Nightgaunt, it can elect to dive at the ground, or at an object, releasing the victim to slam into the obstacle. If flown into an object, such as the side of a mountain, the victim takes 1d6 dmg for every 10' the Nightgaunt was moving. The Nightgaunt may also decide to drop the victim, causing normal falling damage.

Cold, slim, rubbery creatures with black whale-like skin, a wickedly barbed tail, bat wings, inwardly curving horns, and a blank featureless face. They serve Nodens by guarding Mt. Ngranek and other places of mystery and loneliness, only coming out at night. Intruders to their eyries are

often flown away and left in the most dismal and horrible places the Nightgaunts can find. The Nightgaunts understand the gibbering of the Ghoul language and are friendly and often work with the Ghouls.

PHOSPHORESCENT MONSTER

No. Enc.: one per Wenelian Pirate

Alignment: Neutral

Movement: 60' (20')

Fly/Swim: 300' (100')

Armour Class: 0

Hit Dice: 10

Attacks: 2 (wing blast and mouth scoop)

Damage: 1d6 and see below

Save: F5

Morale: 9

Hoard Class: none

The monster attacks by buffeting opponents with its wings and sucking everything in its path into its massive vacuuming maw. Those hit by its wings (normal attack roll) take 2d6 damage. As it is beating its foes with its wings, everything in a 100' radius in front of its mouth must make a Save vs. Breath Weapon to avoid being sucked into the creature's gullet. Everyone and everything sucked inside takes 2d6 damage per round from digestive acid.

The Phosphorescent Monster is a great glowing green quadruped thing. It has vast bat-wings and stands more than 30' at the shoulder. Their predominant feature is their gigantic scoop mouths which suck nearly anything in their path into the beast's belly. The monsters serve as mounts for the Wenelian Pirates who fly them through the void of space to attack and raid other worlds. The beasts are stupid, and may suck in inanimate objects, small buildings, and even an occasional unfortunate Wenelian Pirate who gets too close to the mouth.

(NOTE: In the Dreamlands, the space between worlds is only slightly colder than a bad winter and is filled with a breathable substance which also allows ships, other craft, and certain mounts to travel through it.)

SERPENTMAN

No. Enc.: 1d4 (2d6)

Alignment: Chaotic

Movement: 120' (40')

Armour Class: 5

Hit Dice: 1

Attacks: 1

Damage: weapon or spell or bite

Save: E1

Morale: 9

Hoard Class: XVII

Serpentmen can wear any armour, and their tough scaly skin improves their natural AC by 1 (if the Serpentman is wearing armour, he uses the armour AC instead.) They can use any weapon.

Their fanged mouths can bite for 1d4 damage and, 3x per day, inject a dangerous poison, doing 2d6

damage with a Save allowed for ½ damage.

Serpentmen are masters of magic. They can cast spells as a magic-user and may wear armour while doing so.

Serpentmen also have infravision of 60 feet.

An ancient race, the Serpentmen are humanoid ophidians with scaled skin, fanged snake-like heads, and snake-like tails. They possess great magical abilities and many powerful Serpent men use spells to disguise themselves as a human.

The Serpentmen are remnants of a mighty ancient empire which fell to darkness and death. The surviving Serpentmen dwell in enclaves hidden underground or in wild, remote places such as deep jungles, deserts, and swamps. They worship the great serpents Set and Yig. A few renegades worship even older and darker gods, but if discovered, they are killed or cast out from their kin. A few of these renegades have corrupted entire enclaves which have fallen into barbarism and madness, worshipping foul dark gods brought to them by the outcasts.

SHANTAK

No. Enc.: 1d3 (2d6)

Alignment: Neutral

Movement: 90' (30')

Fly/Swim: 240' (80')

Armour Class: 3

Hit Dice: 7

Attacks: 1 (bite)

Damage: 3d6

Save: F4

Morale: 9 (will always flee nightgaunt attacks)

Hoard Class: none

Shantaks are immune to cold and vacuum and can fly through space.

Gigantic lizard-birds, often described as noisome and loathsome, they are larger than elephants with heads reminiscent of horses and slippery scales. They are steeds of various servants of the Outer Gods, summoned by the Summon Shantak spell. They have been known to unwary riders to the throne of Azathoth, and to the riders doom.

Shantaks have an extreme fear of Nightgaunts, and will always flee from them.

SHOGGOTH

No. Enc.: 1 (1d4+1)

Alignment: Chaotic

Movement: 120' (40')

Armour Class: 1*

Hit Dice: 20

Attacks: 1 (area attack engulf)

Damage: 5d6

Save: F10

Morale: 12

Hoard Class: none

* Shoggoths are immune to poison, sleep, charms, paralysis, polymorph, and critical hits (if such things are allowed.) Acid, electricity, and fire only do half damage. Non-magical weapons do only one point of damage.

The Shoggoth attack by engulfing its foe to bite, claw, crush, and suck its target apart. It covers a 15' radius and everyone within takes damage. On a successful Save vs. Breath Weapon, the victim takes only half damage, is not trapped, and can try to flee. Failure indicates the victim is trapped by the beast and continues to take damage the next round. A Saving Throw is allowed each round to try to escape. Trapped creatures are carried with the Shoggoth as it moves along.

Shoggoths are amphibious, surviving on the deep ocean floor as well as on land.

Shoggoths are massive black amorphous bulks constantly forming and retracting sense organs, mouths, claws, etc. They are terrible to behold, relentlessly flowing forward with many mouths gibbering and crying out in a horrible chaotic symphony.

The Shoggoths were created aeons ago by the beings known as the Elder Things. They rebelled and destroyed their masters, but they can sometimes be encountered in remote places, or even in the service of powerful wizards or servants of the Old Ones or the Gods, but they are surly servants, growing more rebellious and intelligent, imitating their masters speech and thought, as time goes by.

SPIDER OF LENG

No. Enc.: 1d3 (2d6)

Alignment: chaotic

Movement: 120' (40')

Climb: 90' (30')

Armour Class: 5

Hit Dice: 8

Attacks: 1 (bite or web)

Damage: 2d6 + poison or web (see below)

Save: F8

Morale: 10

Hoard Class: XX

The Spiders have a virulently poisonous bite. 3x per day they can inject a poison with a successful bite. The poison does 3d6 dmg, Save vs. Poison at -4 penalty for half damage.

The Spiders can also expel a blast of webbing to entangle foes 3x per day. This ability functions as

per the Web spell.

Spiders of Leng are huge arachnid monstrosities, newborns are reported to be the size of ponies. They are purplish and black in colour with bloated bodies and long bristly legs. They are intelligent, cunning, and very dangerous. Whole valleys in the plateau of Leng are webbed over by these creatures with miles of tunnels running vertically and horizontally through the web. They are incredibly territorial, attacking all outsiders. They are also cannibalistic, turning on one another during times of famine.

TERROR FROM BEYOND

No. Enc.: 1d4

Alignment: Chaotic

Fly: 90' (30')

Armour Class: 9*

Hit Dice: 3

Attacks: 1 (tendrils)

Damage: 2d8

Save: F2

Morale: 10

Hoard Class: none

Partially existing in other dimensions the Terrors are difficult to harm. A +1 weapon is required to hit one.

Spells of force such as Fireball and Lightning Bolt can affect the Terrors, as can spells that provide penalty to subjects, such as Bless reversed. All other spells fail against them.

Terrors are normally invisible to the naked eye. Spells which reveal invisible creatures (excepting Dispel Magic), the powder of Ibn-Ghazi, or other means approved by the LL will reveal the Terror's form. Ordinarily Terrors are just as oblivious to creatures from normal reality as we are to them. Only when a material creature senses the Terror does the Terror have a chance of sensing them. If the viewer does not move and remains silent the Terror only has a 1 in 6 chance of sensing the observer. If the observer moves or speaks the terror has a 1-4 in 6 chance of sensing the observer, and will attack viciously, ripping chunks of the victim into its own reality and devouring them. To those who cannot see the Terror, the wounds appear as if from out of nowhere. If they render their victim unconscious, they drag them into their own mad realm to be devoured completely. Their clothes and effects stay behind, but anything clutched in their hands is lost forever with them.

Terrors from Beyond look like putrescent, translucent bags of semi-solid flesh trailing nests of writhing tendrils. Most of these are sense organs, but the thickest tendril ends in a cruel fanged mouth. They are extremely predatory and will constantly attack and feed on one another in their own realm.

WENELIAN PIRATE

No. Enc.: 2d6 (1d6 x 10)

Alignment: chaotic

Fly (Float): 60' (20')

Armour Class: 7

Hit Dice: 1+1

Attacks: 1 (calcite snout dart)

Damage: 1d8

Save: F1

Morale: 8

Hoard Class: XIX

The Wenelians primary weapon is a tiny calcite dart fired with amazing force from their tubular proboscis. This dart has a range of 20/40/60. There is no ammo rating for the darts, the Wenelians somehow create it in their alien bodies in an unlimited amount.

The Wenelians have a special attack they can employ 3x per day, the Blue-Black Vapour. The vapour is emitted by the Wenelian and covers an area 30' in diameter. Those caught inside the vapour cloud have their eyes and ears clogged with the stuff, interfering with attacks, spell casting, and ability use. All attacks are at a -4 penalty, all spells have a 50% chance of being miscast, and all abilities such as thief abilities are at half normal chance. The vapour dissipates normally at 1d4+2 rounds, faster at the LL discretion for high winds, etc.

The Wenelian Pirates are bizarre alien raiders from the planet Yundu. They rarely come to the Dreamlands, but are fierce and ruthless when they do, riding their horrifying and deadly Phosphorescent Monsters and raiding towns and taking slaves for some dark purpose.

The Wenelian bodies are bloated, sausage like tubes, beautifully coloured in shades of golden yellow, mouse grey, ochre, and emerald, which they can contract and extend like a leech. At the head of the body is a wrinkled tubular proboscis. A pair of ear-like fins sits above this snout, and a pair of long eye-stalks sit behind these. The eyes are cruel black globes. The Wenelians are a species that floats, writhing along above the ground.

Zoog

No. Enc.: 2d6 (5d10)

Alignment: chaotic

Movement: 90' (30')

Climb: 60 (20')

Armour Class: 7

Hit Dice: 1d4

Attacks: 1 (bite or weapon)

Damage: 1d2 or 1d3 (tiny dagger) or 1d2 (tiny dart, 10/20/30)

Save: F1

Morale: 9

Hoard Class: XIX

Like Cats, Zoogs cannot wear armour but they do often employ tiny weapons, daggers and darts, in addition to their vicious little bite.

Also like Cats, they are stealthy little creatures, able to use the Thief abilities Move Silently, Climb Walls, Hide in Shadows and Hear Noise as a Thief of three levels higher than the Zoog (a one HD Zoog makes its rolls as if a fourth level Thief.)

The naturally stealthy Zoog also surprise foes 1-4 on a 1d6.

Because they are so small, Zoogs have a lower armour class (-2) when attacked by creatures greater than human sized.

Zoogs are small rodent-like creatures, the size of cats, with large eyes and toothy maws surrounded by a cluster of short pink tentacles. They have dexterous forepaws with which they use weapons and tools. Their hairless tails are prehensile, allowing them to hang from limbs and bars like opossums. They live in the Enchanted Wood in the Dreamlands, where they live off of fruit, fungi, and the the flesh of the unwary.

They live in family groups but gather in large groups at secret sites to trade stories. Their leaders (such as they are) are those among them who have collected the most stories or those who are adventurous and lucky enough to have survived exciting adventures.

The curiosity of the Zoogs has lent them to the occasional habit of parleying with other races for information, rather than just ambushing them for meat. They will even befriend specific individuals that bring them new and exotic stories or foods, but they are fickle and dangerous to deal with.

The Zoog language is a fluting sounding thing. They can learn other languages and often do, but cannot physically speak them without magical aide. They will only teach their language to their most trusted friend.